

FALCONSCRY



*A Game by and ©
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FALCONSCRY-

The high north steppes. Long ago your people learnt to live by the falcons who also inhabit this land. These falcons are used to scry — to remotely observe — locations further and faster than your ponies can take you. This bond is deeper than that of family or heart.

The Southern Warlords and the Eastern Ogres encroach the ancestral lands. The need for heroes is greater now than ever: divert their powerful forces. The cold black mountains to your back, littered with sky shards from the great war above; in the maze of valleys you can lead astray your foes and pick them off one at a time.

Your ancient people's wisdom, swiftness of arrow, and the eyes of your falcons — with these your band can overcome great odds, and win the freedom of your ancestors and descendants.

Pick one from each category:

Wisdom-

- * Fieldcraft
- * Healing
- * Subterfuge

Bows-

- * Arc
- * Precision
- * Speed

Falconry-

- * Endurance
- * Hunting
- * Speech

Roll 1d5-1 if not using an Ability and without falcon.

Roll 1d10 if either but not both.

Roll 2d10, adding and re-rolling 10's if both an Ability and with your falcon.

Doubles add complexity, with playgroup defining the scene.

Highest total wins.